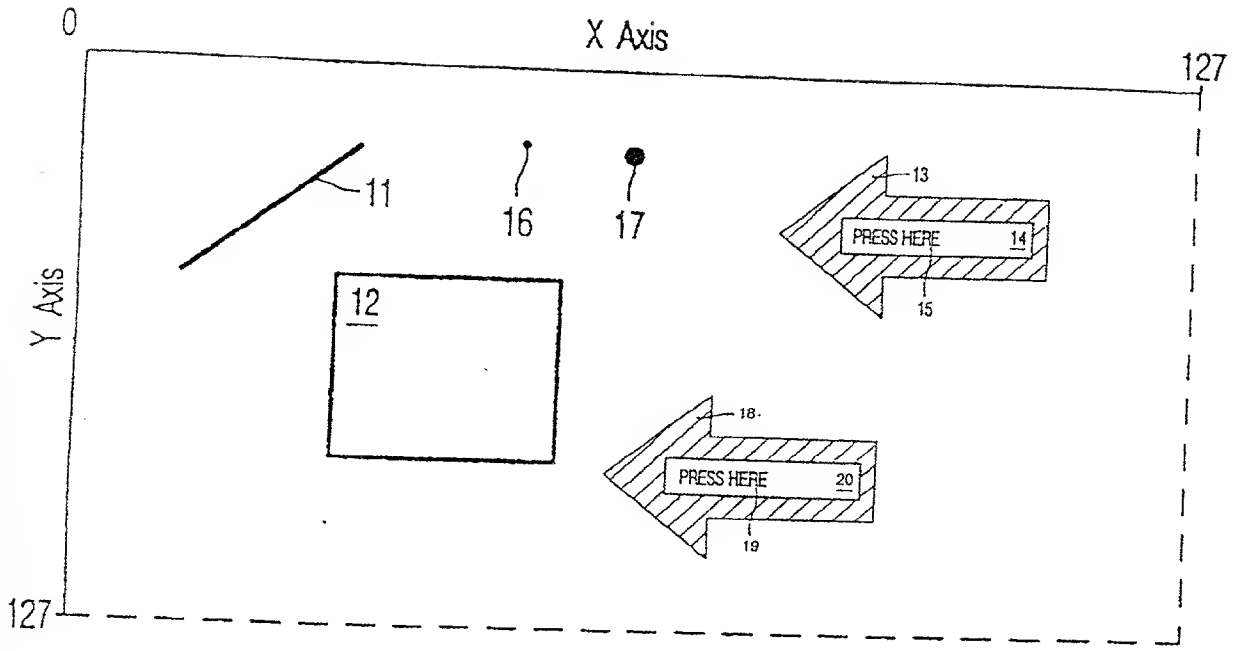

FIG. 1

Object	Type
11	Black unfilled polygon, with 1 edge.
12	Black unfilled polygon, 4 edges.
13	Black filled polygon, 7 edges.
14	White filled polygon, 4 edges.
15	Black text string.
16	Black point, radius 1.
17	Black point, radius 4.
18	Black filled polygon, 7 edges.
19	Black text string.
20	White filled polygon, 4 edges.

FIG. 2

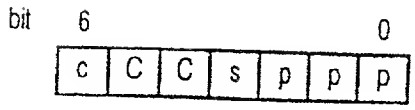

FIG. 3

CC.	Command	Parameter (p)	Data to follow
00	Point	Radius of point (0=1 pixel)	1 Coordinate word, specifying the location of the point to plot.
01	Text	Reserved (Set to 0)	1 Coordinate word, followed by a variable number of 7-bit ASCII characters, terminated by a NULL
10	Open Polygon	Number of points - 2	(p+2) Coordinate words specifying each point in the polygon.
11	Filled Polygon		

FIG. 4

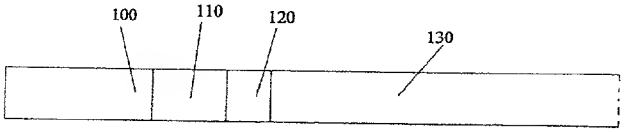

Fig. 5

Command ID	Command	Payload
0	Begin Frame	(None)
1	Repeat Previous Frame	No. Frames to Repeat
2	Define Shape	Shape ID, Definition of Shape's Objects (See Figure 4)
3	Place Shape	Shape ID, Render ID, Colour, Xpos, Ypos
4	Move Absolute	Render ID, Xpos, Ypos
5	Move Relative	Render ID, Xmove, Ymove
6	Resize Shape	Render ID, Xscalefactor, Yscalefactor
7	Remove Shape	Render ID
8	Shape Movement Vector	Render ID, Xmove, Ymove
9	Begin Loop	No. Repeats, Commands to Loop
10	End Loop	(none)

FIG. 6

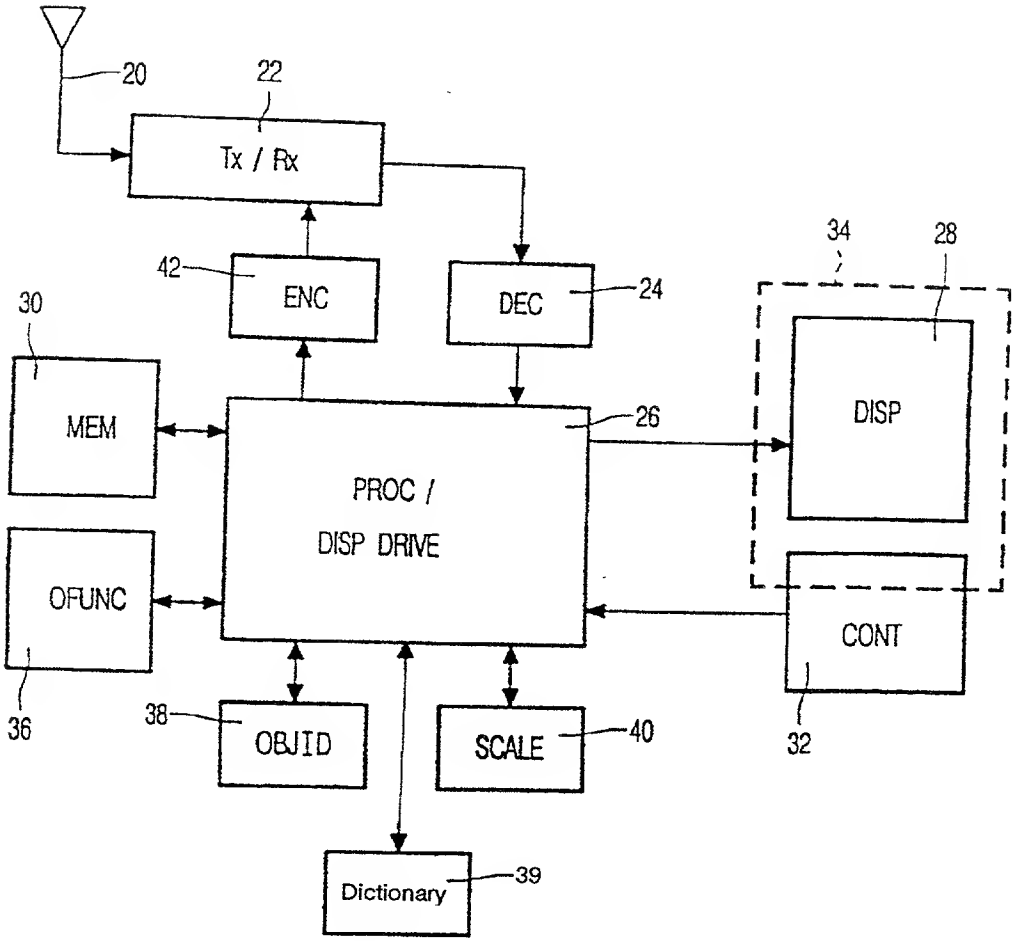
20
22
Tx / Rx
42
ENC
DEC
24
34
28
30
MEM
PROC /
DISP DRIVE
26
DISP
OFUNC
CONT
36
38
OBJID
SCALE
40
32
Dictionary
39

FIG. 7